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(creat\$ or generat\$ or implement\$ or develop\$) near5 (software tool or wizard) and user\$ near5 (input and output) and display and gui	0

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Set
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0 L12

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L9 (creat\$ or generat\$ or implement\$ or develop\$) near5 (software tool or wizard) and user\$ near5 (input and output) and display and gui

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DB=USOC; PLUR=YES; OP=ADJ

<u>L8</u>	(creat\$ or generat\$ or implement\$ or develop\$) near5 (software tool or wizard) and user\$ near5 (input and output) and display and gui <i>DB=PGPB; PLUR=YES; OP=ADJ</i>	0	<u>L8</u>
<u>L7</u>	(creat\$ or generat\$ or implement\$ or develop\$) near5 (software tool or wizard) and user\$ near5 (input and output) and display and gui <i>DB=USPT; PLUR=YES; OP=ADJ</i>	75	<u>L7</u>
<u>L6</u>	345/700,727,763.ccls.	485	<u>L6</u>
<u>L5</u>	709/320,323,328.ccls.	0	<u>L5</u>
<u>L4</u>	L3 and l2	7	<u>L4</u>
<u>L3</u>	717/100,101,102,103, 109.ccls.	404	<u>L3</u>
<u>L2</u>	L1 and (user interface or gui) and display\$	147	<u>L2</u>
<u>L1</u>	(creat\$ or generat\$ or implement\$ or develop\$) near5 (software tool or wizard) and user\$ near5 (input and output)	210	<u>L1</u>

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Results 1 - 20 of 200 short listing

←
Prev
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→
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1 2 3 4 5 6 7 8 9 10

1 Exhibits: Using a Wizard of Oz study to inform the design of SenToy 93%
 Gerd Andersson , Kristina Höök , Dário Mourão , Ana Paiva , Marco Costa
Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques June 2002

We describe the design of an affective control interface, SenToy, a doll with sensors that allows users to control their avatars in an adventure game. A Wizard of Oz study was used early in the design process to find the best relationship between user movements of SenToy and the resulting affective expressions and movements of their avatar on the screen on the screen. The results from the study showed that there are behaviors and gestures that most users will easily pick up to express emotions. I ...

2 Suede: a Wizard of Oz prototyping tool for speech user interfaces 91%
 Scott R. Klemmer , Anoop K. Sinha , Jack Chen , James A. Landay , Nadeem Aboobaker , Annie Wang
Proceedings of the 13th annual ACM symposium on User interface software and technology November 2000

3 Surveys: A brief survey of web data extraction tools 90%
 Alberto H. F. Laender , Berthier A. Ribeiro-Neto , Altigran S. da Silva , Juliana S. Teixeira
ACM SIGMOD Record June 2002

Volume 31 Issue 2

In the last few years, several works in the literature have addressed the problem of data extraction from Web pages. The importance of this problem derives from the fact that, once extracted, the data can be handled in a way similar to instances of a traditional database. The approaches proposed in the literature to address the problem of Web data extraction use techniques borrowed from areas such as natural language processing, languages and grammars, machine learning, information retrieval, da ...



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1 Spoken dialogue technology: enabling the conversational user interface 77%
 **ACM Computing Surveys (CSUR)** March 2002

Volume 34 Issue 1

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

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1 Exploring and exploiting wire-level pipelining in emerging technologies 77%
 Michael Thaddeus Niemier , Peter M. Kogge
ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on Computer architecture May 2001
 Volume 29 Issue 2

Pipelining is a technique that has long since been considered fundamental by computer architects. However, the world of nanoelectronics is pushing the idea of pipelining to new and lower levels — particularly the device level. How this affects circuits and the relationship between their timing, architecture, and design will be studied in the context of an inherently self-latching nanotechnology termed Quantum Cellular Automata (QCA). Results indicate that this nanotechnology offers t ...

2 Technical papers: software design: Scaling step-wise refinement 77%
 Don Batory , Jacob Neal Sarvela , Axel Rauschmayer
Proceedings of the 25th international conference on Software engineering May 2003
Step-wise refinement is a powerful paradigm for developing a complex program from a simple program by adding features incrementally. We present the AHEAD (Algebraic Hierarchical Equations for Application Design) model that shows how step-wise refinement scales to synthesize multiple programs and multiple non-code representations. AHEAD shows that software can have an elegant, hierarchical mathematical structure that is expressible as nested sets of equations. We revie ...

3 Object equality profiling 77%
 Darko Marinov , Robert O'Callahan
ACM SIGPLAN Notices , Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications October 2003
 Volume 38 Issue 11
We present Object Equality Profiling (OEP), a new technique for helping programmers discover optimization opportunities in programs. OEP discovers opportunities for